## Editor Commands (continued)

COMMAND.....EFFECT

**When You've Finished Editing**

<F3 0>.....save frame (prepares the computer to save the frame. You can change your mind by pressing **ESC** next instead of **F4** - see page 1.2)

<F4> .....confirm routing (when used after <F3 0> the frame is saved along with the routing instructions specified - see page 1.2)

<ESC>.....abandon frame (all the changes made to the frame in this editing session are forgotten. You can change your mind by pressing N next instead of Y - see page 1.2)

## Prestel Commands

**To Display frames**

digit 0-9.....show frame specified by the given route

<*n F4> .....show frame *a* of page *n*

<F4> .....show next frame

<*F4>.....show the previous frame displayed (up to 3)

<*0 F4>.....show the first page

*00 .....show the same frame again (useful when a frame has been spoilt by noise on the telephone line)

**Miscellaneous**

* <DELT>.....cancel this order

<CTRL/S>.....save the frame to the jotter file

<CTRL/T> ....to buy a program (only if the frame displayed is a header page in CET Telesoftware)

**To Leave Prestel**

<*90 F4>.....go to terminal mode. Put switch to "up" to stop the phone call to Prestel. Return to Display program by pressing <CTRL/C>.

<CTRL.C>.....go to Display program

*Note* for all the Prestel commands:

- You can use <F3> instead of *
- You can use → instead of <F4>

## RESEARCH MACHINES

**Microviewdata Reference Card**

PN 15943

## Display Commands

**To display frames**

digit 0-9.....show frame specified by the given route (0-9)

*n#.....show frame *a* of page *n*

#.....show next frame

*#.....show the previous frame displayed (up to 3)

*0#.....show the first (front) page

*00 .....show the same frame again (useful when dithering around with dithering)

*99#.....show the first frame in the jotter file

*960#.....show the carousel (the frames in the carousel are displayed in sequence, until you press *)

**To alter the appearance of the screen**

<F1> .....reveal hidden graphics or text

<SHIFT/F1 4 ↓ > ....stop the dithered colours

<SHIFT/F1 1 ↓ > ....restart the dithered colours

**Miscellaneous**

* <DELT>.....cancel this order

*966#.....to change the database being displayed or the name of the carousel file

<SHIFT/F4> .....save the frame to the jotter file

**To leave the display program**

*90#.....go to the Main Menu (1)

*910#.....go to the Editor Menu in the EDITOR program

*950#.....go to terminal mode

*951#.....go to the carousel editor program

<ESC>.....go to the Main Menu (1)

*Note* for all the Display commands:

- you can use <F3> instead of *
- you can use either <F4>, → , or <RETURN> instead of #
- (1) goes to the operating system for view-only databases

## Editor Commands

| COMMAND.....EFFECT | | STATUS LINE |
|---|---|---|
| **To select either of the two graphics modes** | | |
| <F2 1>.....pre-defined graphics on/off | (1) | Gr |
| <F2 7>.....user-defined graphics on/off (to enter shapes using QWASZX) | (1) | Gr G |
| **To alter the way characters appear on the screen** | | |
| 1. *Control codes:* | | |
| <F1 1>.....red | | Rt or Rg |
| <F1 2>.....green | | Gt or Gg |
| <F1 3>.....yellow | | Yt or Yg |
| <F1 4>.....blue (colour of text/graphics) | (2) | Bt or Bg |
| <F1 5>.....magenta | | Mt or Mg |
| <F1 6>.....cyan | | Ct or Cg |
| <F1 7>.....white | | Wt or Wg |
| <F1 8>.....new background colour (colour is that of the previous text/graphics colour control code on current display line) | (2) | |
| <F1 9>.....black background | | |
| <F1 0>.....conceal text/graphics (any colour control code cancels its effect) | (2) | Cn |
| <F2 3>.....hold graphics on/off (doesn't affect text) | (2) | Hd |
| <F2 4>.....double height text/graphics on/off | (2) | Dh |
| <F2 5>.....flashing text/graphics on/off | (2) | Fl |
| 2. *Others:* | | |
| <F2 0>.....reveal hidden text/graphics on/off | | Rv |
| <F2 2>.....seperated graphics on/off | (2) | Se |
| <F2 6>.....overwrite mode on/off | | Ov or In |

*Note* (1) you should be in text mode before you use this command

- Has no effect until a colour control code is used
- (2) affects only the current display line

## Editor Commands (continued)

| COMMAND EFFECT | STATUS LINE |
|---|---|
| **Editing Functions** | |
| <DELT>..... delete the character to left of cursor | |
| <SHIFT/↑>.... delete current display line | |
| <SHIFT/↓>.... insert a blank line | |
| <SHIFT/→>.... delete everything from cursor to end of current display line | |
| <SHIFT/←>.... delete everything from start of current display line to cursor | |
| <F1 ↑ > ..... delete everything to right of cursor on current display line, and replaces it with whatever was on the line below | |
| <F1 ↓ > ..... move everything to right of cursor on current display line down a line | |
| <F3 1>..... move all characters on current display line one position to the left | |
| <F3 2>..... centre text/graphics on current display line | |
| <F3 3>..... move all characters on current display line one position to the right | |
| <F3 4>..... cursor home (moves cursor to H00 V01) | |
| **Window Commands** | |
| <F3 8>..... define a window | |
| <F3 6>..... copy a window (copies window into buffer) | |
| <F3 7>..... paste window (copies the window in the buffer to the current cursor position) | |
| <F2 8>..... window toggling on/off (confines the cursor to the window and allows <F3 5> to be used) | Wi |
| <F3 5>..... cut out window (copies window into buffer and removes it from current frame - providing that window toggling <F2 8> is on) | Wi |
| <F3 9>..... highlight window (shows the boundaries of the window-useful when you've forgotten where the window is) | |
| <F4 0>..... undo (cancels the last window command) | |